
Subject: Ok whats the deal with the AI

Posted by [Anonymous](#) on Wed, 06 Mar 2002 20:32:00 GMT

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What's the deal with the AI? If there is any complaint about this game its the AI. Especially in the missions where you have to escort the scientists (Sydney and her father) to safety. I mean in both missions where you had to escort them to safety they run right into the lions den so to speak. It was so frustrating trying to keep them alive along with myself when they run right into harms way, instead of staying back until the coast was clear. I think westwood should have made some sort of commands for the AI. Like if you want them to stay back then you issue a command so they stay back and don't move. And then if the coast is clear you can issue the command to move forward. It would have been easier with some kind of control over the AI.

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Posted by [Anonymous](#) on Wed, 06 Mar 2002 22:04:00 GMT

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Sort of like, stop points where they stop at areas and you go up to them and press "e" and they ask if its clear up ahead and you then have to press "y" or "n" which gives you time to maintain a secure perimeter? Ya.. that sounds like it would have been cool

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Posted by [Anonymous](#) on Fri, 08 Mar 2002 11:20:00 GMT

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quote:Originally posted by Leadmecca: Sort of like, stop points where they stop at areas and you go up to them and press "e" and they ask if its clear up ahead and you then have to press "y" or "n" which gives you time to maintain a secure perimeter? Ya.. that sounds like it would have been cool I agree with ya Leadmecca and No_Pulse also, but whilst on the subject of AI, is it just me or are the enemies reeeaaaallllyyy stupid too? They seem to appear/get airlifted in etc and then either: (1) stand still and shoot at you (2) Run at you shooting .or. (3) Stand still look dazed! What ever happened to cunning and evasive AI? Why don't they work in groups or dodge and hide when injured? I have even seen an enemy shoot at me with a rocket launcher and end up hitting a guy in front of him!!!! Don't get me wrong, it's a great game and I am thoroughly enjoying it, but it just feels a little.....basic sometimes. And one last point.....what is it with the death affect? They flash and vanish!! YES..FLASH AND VANISH!! I'm not a fan of the command and conquer RTS games (gonna get in trouble for that one, I can see it coming now!!) and so don't know if they do this in those versions, but it seems a little bit silly! Must state though, the FMA between missions is GREAT! Love that mouth sinc!!

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Posted by [Anonymous](#) on Sat, 09 Mar 2002 08:58:00 GMT

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I find when I am escorting sydney that I just have to go apeshi t and just rush ahead shooting everything or she gets blasted. Seems to have worked so far. As for enemy ai..yeah, just like the review said, I have run circles around a few chem warriors before I got tired and popped them in the head.
